

# LAB 1

## Environment, Creating & Naming Objects

### GOALS:

1. Students will be able to create objects
2. Students will be able to name objects appropriate.
3. Students will be able to identify the Visual Basic IDE environment.

### ESSENTIAL QUESTIONS

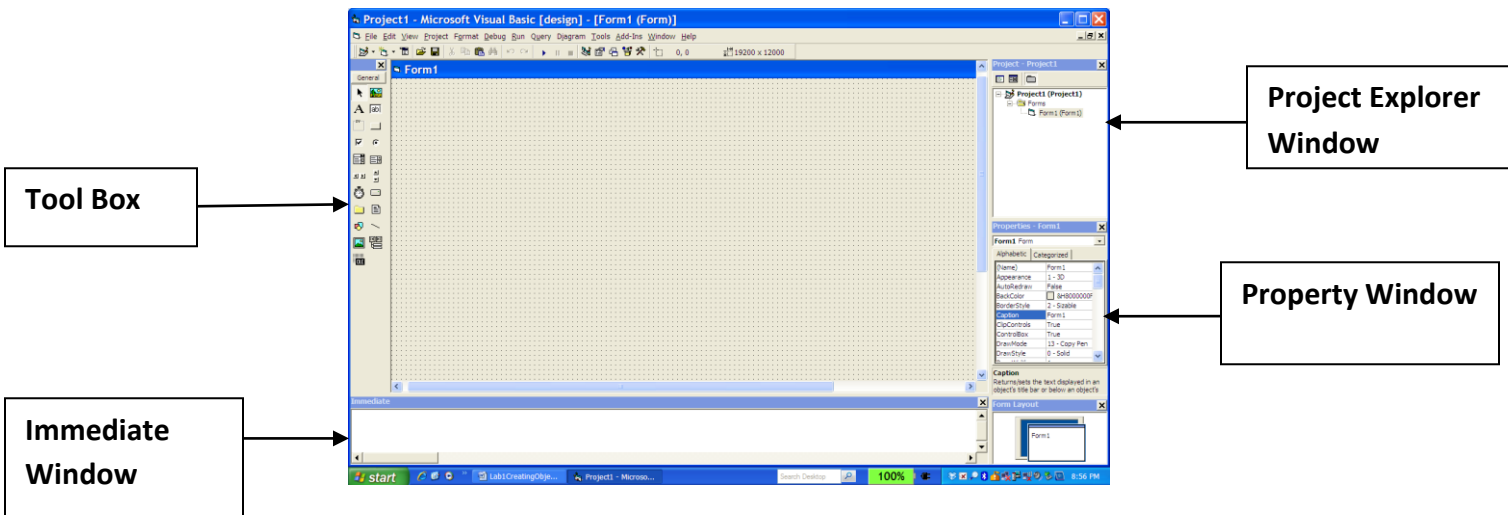
1. What are objects?
2. Why is it important to name objects with a three letter prefix?

### PART 1:

**Step 1:** Click on the VB icon on desktop to open the VB IDE. “Microsoft Visual Basic 6.0”

**Step 2:** Click on the icon “Standard EXE”

**Step 3:** The next page that appears is the IDE (Integrated Development Environment). The IDE is the page that creates the program design.



**Step 4:** Go to the Tool Box and identify the following icons. (Hint: Putting your mouse on the icon and let it sit on it for a couple of seconds will cause a box to appear with the name of the object in it.)



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**Step 5:** Go ahead and create one of each object by either double clicking on the object or click once on the object and drag the mouse in the area on the form where you want the object to be created. ***With Check Boxes or Option Buttons they must be created inside a frame. Frame must be created first before check boxes or option buttons.***

**Step 6:** Show the teacher to receive credit.

## NAMING OBJECTS

All objects have names and should be different from other objects. Each object has its own 3 letter prefix to help programmers identify which type of object that they are working with. **Example: lblDisplay → the prefix “lbl” tells me that the object must be a Label because it begins with “lbl”.**

### OBJECTS

### PREFIX

Labels →	lbl
Command Button →	cmd
TextBox →	txt
Option Buttons →	opt
Check Boxes →	chk
Form →	frm
Frame →	fra
Image →	img
PictureBox →	pic

**Step 1:** To name an object simply **select the object** and go to the properties window and at the top is a property called (Name).

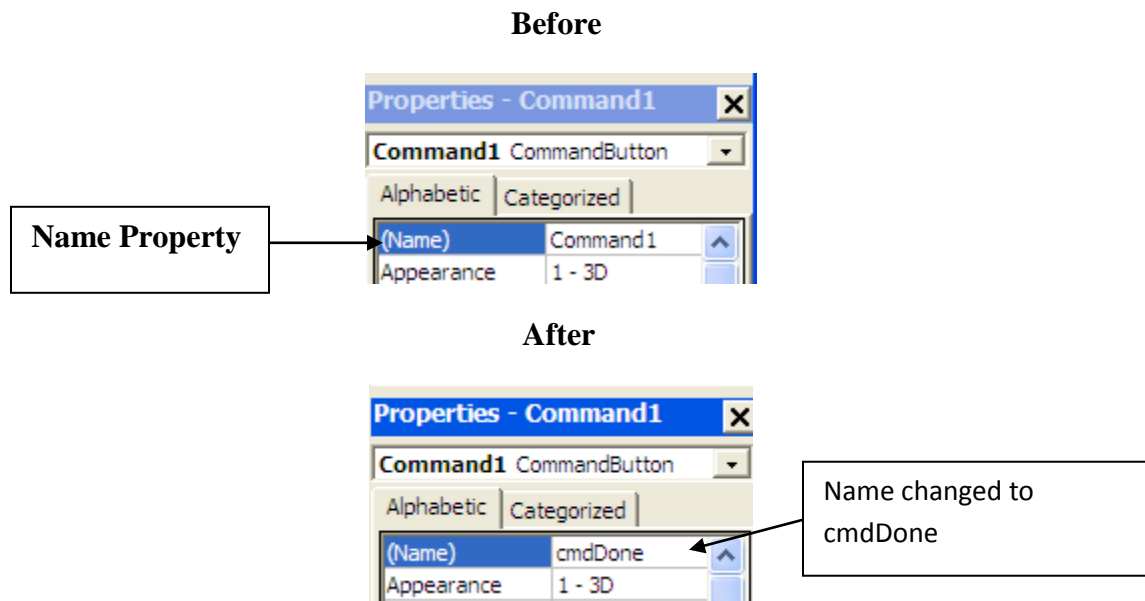
**Step 2: Select the box** to the right of (Name).

**Step 3: Input the name** of the object using the 3 letter prefix that matches the object.

**Step 4:** The name after the prefix should be unique and descriptive of the object's purpose.

**Note:** When naming objects do not use spaces or symbols. Every word after the prefix, the first letter should be capitalized. Example: lblTotalTax

Example of naming a command button:



### Questions:

1. Why are prefixes important when naming objects?
2. Can two objects share the same name? Try it?
3. List two ways to create objects:
  - a.
  - b.